For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

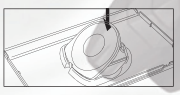
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Thank you for purchasing *Iron Man*™. Please note that this software is designed for use with the PSP® (PlayStation®Portable) system. Be sure to read this software manual thoroughly before you start playing.

IRON MAN™

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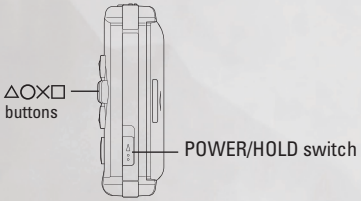
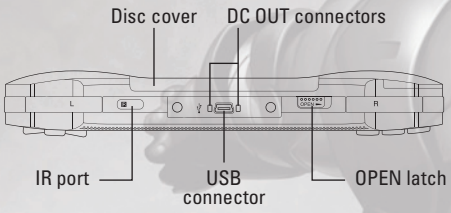
ULUS 10347

Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Iron Man*™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

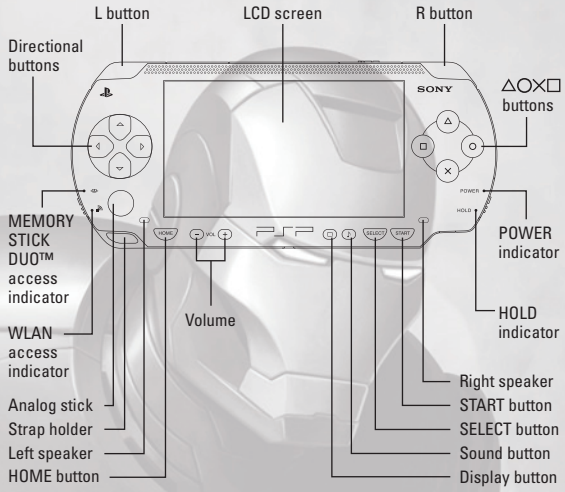
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

PSP® (PlayStation®Portable) system configuration



⊗ **button**	Look down
▣ **button**	Look left
△ **button**	Look up
◎ **button**	Look right
analog stick	Move
L button	Flight controls
R button	Fire weapon
directional button up / down	Weapon select
directional button left / right	Power Distribution
START	Pause Menu

Introduction

Tony Stark had it all: a genius mind, fame, and even a multinational corporation. But his life would soon change forever. During a routine weapons test in the Middle East, power-hungry militants led a violent ambush against Tony and claimed him as their prisoner. Armed with Stark Industries weaponry, Tony's new foes demanded he construct a new ultimate weapon for them. Instead, with the help of fellow captive Yinsen, Tony built his own ultimate weapon – a powerful suit of armor that served as the key to his heroic escape.

After returning home, Tony's near-death experience drastically altered his outlook on life. The attack against Tony – with his own creations, no less – inspired him to cease production of all Stark Industries weapons, despite the protests of longtime family friend and mentor Obadiah Stane. And that wasn't all. Aided by his charming assistant, Pepper Potts, and equipped with a new suit even more advanced than the one used in his escape, Tony took it upon himself to destroy all Stark weapons in enemy hands – personally. He became more than a man. He became Iron Man.

Advanced Controls

MOVEMENT

Use the **analog stick** for directional movement.

HOVER / FLIGHT

Press and hold the **L button** and you will gain altitude. Release to hover at your current height.

Tap the **L button** to fall straight to the ground. But don't worry, you take no damage from falling — although any enemy units near the spot where you land will suffer Iron Man's Floor Punch attack. While hovering, use the **analog stick** to move.

Double-tap and hold the **L button** to ignite your afterburners and fly forward at great speed. Use the **analog stick** to turn while flying.

COMBAT

To target an enemy, move the **analog stick** until the targeting reticle changes to indicate you are aiming at a valid target.

Press the **directional buttons up** or **down** to cycle through available weapons. Press the **R button** to fire your currently selected weapon.

Tap the **R button** when close to enemies to launch a melee attack.

CONTEXTUAL ACTIONS

Some tasks, such as reviving Iron Man's heart, require specific actions in order to perform. When faced with one of these "contextual actions," you will receive an on-screen prompt indicating the buttons you need to press in order to successfully perform this action.

Game Menus

START MENU

New Game: To start a new game, select Easy, Normal or Hard difficulty, then, select a save game slot and press the ⊗ **button** to begin.

Load Game: Select a previously saved game.

Options: Adjust game settings (see Options Menu on page 8).

Credits: View the names of the people who helped make this game.

MAIN MENU

The Main Menu is displayed between missions, and allows you to view your progress, upgrade your suit, save, load, view bonus content and advance to the next mission. Choose from the following options:

Missions

Use the **directional buttons** to select an unlocked mission. A description and objectives are displayed on the right side of the screen. To view your stats from a completed mission, select the mission and press the △ **button**. Press the ⊗ **button** to continue. Next, select an unlocked suit and press the ⊗ **button** to continue to the Upgrades screen.

At the Upgrades Screen, you may select upgrades that you unlocked playing previous missions. Once you have chosen the upgrades you want to use, select Start Mission to launch the mission.

Upgrades

Select Repulsor, Ballistic, Explosive or Armor and press the ⊗ **button** to view the upgrades that you have unlocked, as well as a research tree showing additional unlockable components.

Save Game

Select a slot to save to and return to the Main Menu.

Options
Change game settings. See Options Menu below.

Bonus
View unlocked bonus material, including concept art, interviews and more.

OPTIONS MENU

Control Settings: Use the **directional buttons** to adjust the following control settings:

- **Invert Camera** – Select Yes to reverse vertical camera.
- **Invert Flight** – Select Yes to reverse vertical movement while using afterburners.
- **Camera Sensitivity** – Move slider bar to adjust how quickly the camera moves.

Video: Adjust screen brightness and turn subtitles ON/OFF.

Audio: Adjust volume for music and sound effects/dialog.

PAUSE MENU

Press **START** while playing to open the Pause Menu, which contains the following options:

Objectives: View objectives for current mission.

Options: Adjust game settings.

Continue: Resume playing current mission.

Restart: Start the mission over again.

Quit: Quit to the Main Menu. Your unsaved progress will be lost.

MISSION COMPLETE SCREEN

At the end of each successful mission, this screen displays information about how well you played. This includes statistics, such as time of completion and total enemies killed along with additional notifications. Press the ⊗ **button** to continue to the Main Menu.

Saving and Loading

When you start a new game, you must choose a save slot. Your progress is automatically saved here following the completion of each mission.

To Load a saved game, choose Load Game from the Main Menu.

Heads Up Display

1. Power Distribution/Health: You can concentrate your suit's energy on specific functions by using the **directional buttons**. See Power Distribution on page 12 for more information.

2. Backup Power Cells: Indicates the number of backup power cells you have. If you lose all of your Health, your suit must be rebooted, which may require a backup power cell. If you lose all of your Health and do not have any backup power cells left, you fail the mission.

3. Weapon: Indicates your currently selected weapon. You can change your weapon by pressing the **directional buttons up** or **down**. Weapon ammo and Technological Advancement Points are indicated beneath the weapon name.

4. Targeting Reticle: Indicates where you are aiming. Different weapons display different targeting reticles.The reticle will change color when on a target:

- **Blue** – No target
- **Yellow** – Destructible object/non-hostile target
- **Red** – Hostile target

Iron Man Suit

Without your Iron Man suit, you are just another genius billionaire. This amazing device features the finest in Stark Technologies' weapons, shielding and mobility gear, and allows you to fly, punch holes in tanks, fire missiles and more. The suit does an exceptional job of absorbing and delivering extreme punishment. However, it requires substantial power, in the form of backup power cells, in order to function.

The suit automatically repairs damage at a steady rate. If you sustain damage too quickly, the suit will shut down and you will attempt to revive Iron Man manually through a series of contextual actions (see Contextual Actions on page 6). If you fail, the suit will crash and require rebooting before you can continue. Rebooting requires the use of one of your backup power cells, which are indicated at the bottom of the screen below the Power Distribution Gauges. If you lose all of your Health and you have no more backup power cells, you fail the mission.

The suit is equipped with an array of powerful weapons, all with advantages and disadvantages given a particular situation. For more information, see Weapons on page 14.

POWER DISTRIBUTION

You can concentrate your suit's energy on specific functions by pressing the **directional buttons right** and **left**. Select Armor to reduce the damage you take and increase the damage you deal with melee attacks. Select Weapons to switch the repulsors to the Unibeam. Select Propulsion to increase the speed of the suit's afterburners. Select Even to redistribute suit energy equally among all functions.

UPGRADES

Between missions, you can obtain upgrades based on your equipment usage. These upgrades enhance various suit components. To upgrade a component, select Energy, Ballistic, Explosive or Suit and press the ⊗ **button**. Then highlight the upgrade you wish to use and press the ⊗ **button** to select it; all locked upgrades will appear grayed out until you have unlocked them.

Repulsor

Repulsor Beam Upgrade: Increases the damage dealt by your suit's Repulsor Beam. There are four upgrade levels.

Unibeam Upgrade: Increases the damage dealt by your suit's Unibeam cannon. There are four upgrade levels. The Unibeam is upgraded after you have upgraded the Repulsor Beam.

Ballistic

Gatling Gun Upgrade: Increases the damage dealt by your suit's Gatling Gun. There are four upgrade levels.

Pulse Rifle Upgrade: Increases the damage dealt by your suit's Pulse Rifle. There are four upgrade levels. The Pulse Rifle is unlocked after the Gatling Gun is upgraded to a certain point.

Explosive

Rocket Pack Upgrade: Increases the damage dealt by your suit's Rockets. There are four upgrade levels.

Missile Launcher Upgrade: Increases the damage dealt by your suit's Missile Launcher. There are four upgrade levels. The level two upgrade includes an Auto Targeting System. The Missile Launcher is unlocked after the Rocket Pack is upgraded to a certain point.

Armor

Floor Punch: Gives you access to the Floor Punch melee attack.

Power Stomp: Gives you access to the Power Stomp melee attack.

Electro Punch: Gives you access to the Electro Punch melee attack.

NanoTech Knitters: Increases the regeneration rate of the Armor subsystem.

Repulsor Floor Punch: Gives you access to the Repulsor Floor Punch melee attack.

Turbo Boost: Increases the speed of your afterburners.

Kamikaze: Gives you access to the Kamikaze attack, which deals great damage to your target at the cost of some damage to you.

Anti-Missile System: Allows you to target and destroy incoming enemy missiles.

Weapons

To cycle through and select a weapon, press the **directional button** up or down. To fire, press the **R button**. Note that you can only equip three weapons per mission.

Flamethrower

The Mark I suit, which is available only in the first mission, features a deadly flamethrower.

Melee Attack

Tap the **R button** when close to an enemy to perform a melee attack. This attack is effective against all opponents, including tanks and other vehicles.

Repulsor Beam

Although not as powerful as the Unibeam or Missile Launcher, the Repulsor Beam is quick to fire and doesn't use much energy.

Unibeam

The Unibeam is your deadliest implementation of the Repulsor technology, and it is able to take out most enemies at long range. Firing the Unibeam drains you of most of your weapon energy, however it also has significant recoil and requires that you remain stationary in order to fire it. The Unibeam takes longer to recharge than any other weapon.

Gatling Gun

This rapid-fire weapon holds plenty of ammo and is great for sweeping land-based units.

Pulse Rifle

A gun that fires an electrified bullet, which is capable of dealing more damage than a regular Gatling Gun.

Rockets

This long-range, high-powered weapon fires a single devastating rocket.

Missile Launcher

This multi-shot weapon fires a volley of deadly missiles. Press and hold the **R button** to lock onto multiple targets and release to fire.

IRON MAN™

When billionaire inventor Tony Stark puts on his suit of super-powerful armor, he becomes Iron Man! Able to fly faster than a jet plane, and equipped with repulsor blasters and missiles, he's the most powerful, high-tech super hero in the world!

IRON MAN™ MASK & REPULSOR GAUNTLET

Put on the armor of the invincible Iron Man!

6" IRON MAN™ FIGURES *OTHER FIGURES AVAILABLE.*

IRON MAN™ MARK I

IRON MONGER™

IRON MAN™ MARK III

12" REPULSOR-POWER IRON MAN™

Motion activated lights and sounds!

IRON MAN™ N.R.F. 425 BLASTER

Rapid fire 10 repulsor darts!

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To receive additional support, including troubleshooting assistance, please contact SEGA at:
- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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